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 **PALM INTRANET****Inventor Information for 10/625397**

Inventor Name	City	State/Country
CANNON, LEE E.	BOZEMAN	MONTANA

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US 20060068880 A1	US- PGPUB	20060330		Gaming device having matching game with improved display	463/18		Cannon; Lee E.
US 20060052148 A1	US- PGPUB	20060309		Gaming device having an interactive poker game with predetermined outcomes	463/13		Blair; Robert R. JR. et al.
US 20050233794 A1	US- PGPUB	20051020	30	Gaming machines and system offering simultaneous play of multiple games and methods of gaming	463/16		Cannon, Lee E. et al.
US 20050181856 A1	US- PGPUB	20050818		Method and apparatus for gaming machines with a tournament play bonus feature	463/16		Cannon, Lee E. et al.
US 20050148380 A1	US- PGPUB	20050707		Method and apparatus for gaming machines with a tournament play bonus feature	463/16		Cannon, Lee E. et al.
US 20050124406 A1	US- PGPUB	20050609		Method and apparatus for selecting pay lines based on a partial outcome of a slots game	463/20		Cannon, Lee E.
US 20050096114 A1	US- PGPUB	20050505		Method, apparatus and system for perpetual bonus game	463/16		Cannon, Lee E. et al.
US 20050064932 A1	US- PGPUB	20050324		Multi-player bingo game with multiple cards per player	463/19		Cannon, Lee E.
US 20050059471 A1	US- PGPUB	20050317		Multi-player bingo game and methods for determining game-winning	463/19		Cannon, Lee E.

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US 20050059470 A1	US- PGPUB	20050317		Multi-player bingo game with real-time game-winning pattern determination	463/19		Cannon, Lee E.
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US 20050054409 A1	US- PGPUB	20050310		Gaming device having a card game with negative impact cards	463/13		Cannon, Lee E.
US 20050037832 A1	US- PGPUB	20050217		Gaming device having game with sequential display of numbers	463/18	463/19	Cannon, Lee E.
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US 20040229700 A1	US- PGPUB	20041118		Method and apparatus for gaming machines with a tournament play bonus feature	463/42		Cannon, Lee E. et al.
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US 20040014515 A1	US- PGPUB	20040122		Methods and systems for metered raffle-style gaming	463/17		Tracy, Joseph J. et al.
US 20030216168 A1	US- PGPUB	20031120		Multiplier per selected indicia	463/25		Cannon, Lee E. et al.
US 20030195031 A1	US- PGPUB	20031016		Method and device implementing a player configurable gaming machine	463/16		O'Donovan, John P. et al.
US 20030157979 A1	US- PGPUB	20030821		Methods and apparatus for providing tickets from gaming devices and/or lottery terminals which are not dependent on a player's success on the underlying game	463/16		Cannon, Lee E. et al.
US 20030125107 A1	US- PGPUB	20030703		Method and apparatus for competitive bonus games based upon strategy or skill	463/25		Cannon, Lee E.
US 20030125103 A1	US- PGPUB	20030703		Method and apparatus for providing an advantage to a player in a bonus game	463/20	463/25	Tessmer, Michael T. et al.
US 20030125102 A1	US- PGPUB	20030703		Method and apparatus for strategic play of a slot machine	463/20		Cannon, Lee E.
US 20030125100 A1	US- PGPUB	20030703		Competitive, matrix type game, play thereof as a bonus event to a primary game, and apparatus and systems for implementing the game	463/16		Cannon, Lee E.

US 20030119581 A1	US- PGPUB	20030626		Method and apparatus for a player-controllable bonus game	463/25		Cannon, Lee E. et al.
US 20030114222 A1	US- PGPUB	20030619		Method and apparatus for mapping information from multiple sources onto a single image	463/30		Cannon, Lee E. et al.
US 20030104860 A1	US- PGPUB	20030605		Method, apparatus and system for perpetual bonus game	463/25		Cannon, Lee E. et al.
US 20030104854 A1	US- PGPUB	20030605		Method and apparatus for competitive bonus games with a player as the house	463/16		Cannon, Lee E.
US 20030104853 A1	US- PGPUB	20030605		Method and system for weighting odds to specific gaming entities in a shared bonus event	463/16	463/25; 463/42	Tessmer, Michael T. et al.
US 20030092486 A1	US- PGPUB	20030515		Method and device for implementing a coinless gaming environment	463/25		Cannon, Lee E.
US 20030060270 A1	US- PGPUB	20030327		Articulating gaming terminals, systems including such terminals, and methods	463/20		Binkley, Wesley A. et al.
US 20030036430 A1	US- PGPUB	20030220		Class of feature event games suitable for linking to multiple gaming machines	463/42		Cannon, Lee E.
US 20020187825 A1	US- PGPUB	20021212		Methods and systems for metered raffle-style gaming	463/17		Tracy, Joseph J. et al.
US 20020183105 A1	US- PGPUB	20021205		Gaming machines and systems offering simultaneous play of multiple games and methods of gaming	463/16		Cannon, Lee E. et al.

US 20020177483 A1	US- PGPUB	20021128		Method and apparatus by which a player can win wagers on other games or events	463/42	463/16; 463/25	Cannon, Lee E.
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US 20020025845 A1	US- PGPUB	20020228		Method of playing a dual wagering game	463/16		Cannon, Lee E.
US 7018292 B2	USPAT	20060328		Methods and systems for metered raffle-style gaming	463/17	273/269	Tracy; Joseph J. et al.
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US 6984174 B2	USPAT	20060110		Method and apparatus for a player-controllable bonus game	463/25	340/323R; 463/42	Cannon; Lee E. et al.
US 6860810 B2	USPAT	20050301		Gaming machines and systems offering simultaneous play of multiple games and methods of gaming	463/20	463/26; 463/31; 463/42	Cannon; Lee E. et al.
US 6840859 B2	USPAT	20050111		Method and apparatus for mapping information from multiple sources onto a single image	463/30	463/37	Cannon; Lee E. et al.
US 6837788 B2	USPAT	20050104		Method of playing a dual wagering game	463/16	273/138.2; 463/20	Cannon; Lee E.
US 6800026 B2	USPAT	20041005		Method and apparatus for competitive bonus games with a player as the house	463/16	463/1; 463/25; 463/30	Cannon; Lee E.
US 6786824 B2	USPAT	20040907		Method, apparatus, and system for providing a player with opportunities to	463/42	463/16; 463/25; 463/29	Cannon; Lee E.

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US 6780111 B2	USPAT	20040824		Method, apparatus and system for perpetual bonus game	463/25	436/16; 436/20	Cannon; Lee E. et al.
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US 6746328 B2	USPAT	20040608		Multiplier per selected indicia	463/17	463/16; 463/25	Cannon; Lee E. et al.
US 6652378 B2	USPAT	20031125		Gaming machines and systems offering simultaneous play of multiple games and methods of gaming	463/20	463/26; 463/31; 463/42	Cannon; Lee E. et al.
US 5766074 A	USPAT	19980616		Device and method for displaying a final gaming result	463/16	463/31	Cannon; Lee et al.
US 5559950 A	USPAT	19960924		Graphics processor enhancement unit	345/501	345/536; 345/566	Cannon; Lee
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US 4553080 A	USPAT	19851112		Position transducer	318/696	318/685	Cannon; Lee E. et al.
US 4499650 A	USPAT	19850219		Automatic tool changer	483/3	211/1.53; 414/266; 483/54; 483/66	Cannon; Lee E. et al.
US 4362979 A	USPAT	19821207		Stepping motor control circuit	318/603	318/696	Cannon; Lee E.
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US 4234830 A	USPAT	19801118		Stepping motor control circuit	318/39	318/571; 318/696	Cannon; Lee E.
US 4150328 A	USPAT	19790417		Apparatus and method for	318/573	318/603; 700/187;	Cannon; Lee E.

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